LSAT Logical Reasoning and Logic Games Skills

KAPLAN'S PROVEN METHODS | QUESTION STRATEGIES | FORMAL LOGIC

Logical Reasoning

KAPLAN'S 4-STEP METHOD

1. **Read the question stem first.**
2. **Untangle the stimulus.**
3. **Think critically about the answer.**
4. **Evaluate the answer choices.**

QUESTION TYPES/STRATEGIES

Assumption: Bridge the gap between evidence and conclusion

Strengthen/Weaken: Answer makes conclusion more/less likely

Inference: Must be true; look for connections

Flaw: Find classic errors or disconnects between evidence and conclusion

Parallel Reasoning: Compare part or all of stimulus to choices

Method of Argument: Paraphrase argument in abstract terms

Principle: Look for 1:1 match of all elements

Paradox: Right answer eliminates mystery; make it consistent

Point at Issue: Stay within scope of both speakers

6 PRINCIPLES FOR LOGICAL REASONING

- Understand the structure of arguments.
- Paraphrase the author's point.
- Judge the argument's persuasiveness.
- Answer the question being asked.
- Remember the scope of the argument.
- Eliminate wrong choices first if you have to guess.

COMMON TYPES OF LOGICAL FLAWS

Unwarranted Assumptions, Necessity v. Sufficiency, Representativeness, Scope Shift, Alternative Possibilities, Causation v. Correlation, Opinion v. Fact, Circular Reasoning, Number v. Percent, Possibility v. Certainty

WRONG ANSWER TYPES

Outside Scope	180
Irrelevant Comparison	Extreme
Distortion	$^1/_2$ Right, $^1/_2$ Wrong

Logic Games

KAPLAN'S 5-STEP METHOD

1. **Overview: SEAL (Situation, Entities, Action, Limitations)**
2. **Sketch**
3. **Rules**
4. **Deduction**
5. **Questions**

GAMES TYPES/STRATEGIES

Strict sequence: Ordering entities with respect to defined positions / Look for multiple options.

Sequence: Ordering entities with respect to each other / Some entities can "swing" between different positions, only limited by relationships to other entities.

Matching: Matching two kinds of entities to each other / Pay attention to the numbers, work out ratios whenever possible.

Selection: Choosing a small group out of a large group / Answer can hinge as much on who is not selected as who is, so include a "reject" column.

Distribution: Forming several small groups out of a large group / Pay attention to numbers, work out ratios if possible.

Hybrid: Performing two or more of the other actions / Sketch according to the types of games that you are integrating.

6 PRINCIPLES FOR LOGIC GAMES

- Slow down to go faster.
- Always take the scenario and rules as far as you can before moving to the questions.
- Know what a rule means, not just what it says.
- Use scratchwork and shorthand.
- Try to set off chains of deductions.
- Know the Logic Games question types.

QUESTION TYPES/STRATEGIES

Acceptability: Use rules to eliminate

New If's: Do Steps 3 and 4 for "new rule"

Complete and Accurate List: Do other questions first; use choices to decide which possibilities to test

Must [not] vs could [not]: Define nature of the one right and four wrong choices

FORMAL LOGIC TRANSLATIONS

If X, then Y

Trigger → Result

X → Y

If → Then

Sufficient vs. Necessary

All X are Y: If not Y, then not X

Only Y are X: X only if Y, No X unless Y

Only if = "then" clause

No/unless = if/then

Contrapositive: Flip and negate the terms

Lack of Result = Lack of Trigger